

## VZ200 Input

If you are using programs with DATA lines, why not use the VZ200 capability by a subroutine that will use new data to create revised data lines, as follows:

```
100 DATA 56
110 INPUT A
120 READ B
130 C=A+B
140 PRINT C
150 PRINT "100 DATA";C
```

Now CSAVE and the next time the program is used (once you have moved the cursor up to the last printed line and entered) the new data will be in the program.

With a FOR/NEXT loop, the theory can be applied to extensive programs. For example, you can use it to update top scores in games programs, or to update a budget program.

Gordon Woolf.

## Data + Pyramids

From Paul Vowles comes this program to produce, amazing pictures of 3D pyramids on your VZ200. Without doubt, this is one

of the best programs we've seen so far for the VZ200 Colour Computer!

```
10 REMARKABLE PYRAMIDS
15 REM BY PAUL VOWLES
20 CLS:INPUT "PYRAMID HEIGHT";H
22 INPUT "LENGTH OF BASE";B
25 D=B/2
30 IF B<1 OR B>83 OR H<0 OR H>60 THEN 20
40 CLS:MODE(1);COLOR 6,1:REM CYAN
50 DL=(63-B)+(B/2.5)
55 DU=60-H;DM=63-B
57 DX=60-INT(H/2.5)
60 Y1=DU;X1=DL;Y2=60;X2=63+D:GOSUB 1000
65 QX=60-INT(H/2.5)
70 Y1=60;X1=DM;GOSUB 1000
80 Y1=DX;Y2=DX;GOSUB 1000
90 FOR Z=Y1 TO 60: SET(X1,Z)
95 SET (X2,Z):NEXT Z
100 X2=DL;Y1=60;Y2=DU:GOSUB 1000
110 Y1=DX:GOSUB 1000
120 X1=63+D:GOSUB 1000
```

```
130 COLOR 7,1
140 DN=63+B/2;DK=(63+B/2)-(B/2.5)
150 X2=DK;X1=DM;GOSUB 1000
160 X1=63-B;GOSUB 1000
170 Y1=60;GOSUB 1000
180 X1=DM;GOSUB 1000
190 FOR Z=1 TO 5000:NEXT Z
200 INPUT "AGAIN";A$
210 IF LEFT$(A$,1)="Y" THEN 20
220 END
1000 S=1:IF X1>X2 AND Y1>Y2 THEN S=-1
1010 SET(X1,Y1):SET (X2,Y2)
1015 Y=Y1+N:IF Y1=Y2 THEN A1=0:GOTO 1030
1020 A1=(X2-X1)/(Y2-Y1):IF S=-1 THEN A1=-A1
1030 FOR X=X1 TO X2 STEP S
1035 IF X<0 THEN X=0
1040 IF Y<0 THEN Y=0
1050 SET(X,Y):N=N+1
1060 IF A1<>0 THEN Y=Y1+N/A1
1070 NEXT X:RETURN
```